



GUILDPACT™

Illus. Todd Lockwood

PLAYER'S GUIDE

MAGIC
The Gathering®

PACT FULL OF FUN

by Henry Stern, *Guildpact*[™] lead developer

Welcome to the *Guildpact* set! The second set in the *Ravnica*[™] block presented some unique challenges for us—it's the first time a small set *hasn't* expanded upon the keyword mechanics introduced in the preceding large set. The first four *Ravnica* guilds are gone, and the *Guildpact* set highlights three completely new guilds instead: the white-black Orzhov, the blue-red Izzet, and the red-green Gruul. Even though the guilds from the *Ravnica: City of Guilds*[™] set haven't returned, the structure introduced in that set does. Each *Guildpact* guild has about the same number of cards as each of the previous guilds, and they share lots of the same cool toys: guildmages, hybrid cards, special lands, and more. Of course, each guild has its own brand-new keyword ability as well.

TURNING THE KEY

The Izzet keyword *replicate* allows instants and sorceries that have it to make extra copies of themselves. There was a big debate over exactly how it should work: Should replicate create one giant spell, like *splice* from the *Kamigawa*[™] block, or should it create a bunch of separate spells, like *storm* from the *Scourge*[™] set? We settled on the storm-ish version since it better encompasses the chaotic, crazy feel of the Izzet guild—and it means your opponent's counterspell can stop only one copy, not the whole enchilada.

The other keywords didn't breeze through development either. We tried putting the Gruul mechanic *bloodthirst* on instants and sorceries, but it turned out much cleaner appearing only on creatures. *Haunt*, the Orzhov mechanic, is the most complex of the group and was the most difficult to get working right. When in doubt, we always went back to the flavor—"haunt" was also the mechanic's playtest name, and as long as we kept its effect true to its name, we knew we were on the right track.



STARTING OFF ON THE RIGHT FOOT

The *Guildpact* set features more than just guilds! It has some fun surprises in store for you as well. For example, there's the Leyline cycle of enchantments, one in each color. If you get any Leylines in your opening hand, you can start the game with them in play! If you do, they're free, uncounterable, and just plain cool.

Illus. Zoltan Boros & Gabor Szekszai



ALL FOR FOUR AND FOUR FOR ALL

Want something else you've never seen before? You got it. Plenty of two-color, three-color, and even five-color cards have been printed. But, oddly, the **Magic™** game has never had a four-color card in its entire history . . . until now.

Each of the five Nephilim costs exactly four mana of four different colors, and each one has a knock-your-socks-off ability. Originally, each Nephilim's ability was typical of the one color it *wasn't* (for example, the black-red-green-white one had a blue ability), but they didn't make much sense. At one point, there was even a vanilla Nephilim that was simply an 8/8 creature for four mana. Eventually, we switched over to abilities that evoke something from each Nephilim's mix of colors.

HIT THE DECK

Finally, keep your eyes out for the Magemarks. These Auras effectively enchant all your enchanted creatures, kind of like the Slivers of the Aura world. Here's a fun red-green-white Magemark deck I cooked up using only common and uncommon *Guildpact* cards. Spread around your Auras to beef up all your creatures, and attack like there's no tomorrow! You can improve this deck by swapping in some *Ravnica: City of Guilds* cards or splurging for rares, but it's fun just the way it is. Enjoy the deck, and enjoy the *Guildpact* set!



MAKING YOUR MARK

Lands (23)

- 11 Plains
- 3 Mountain
- 3 Forest
- 4 Gruul Turf
- 2 Skarrg, the Rage Pits

Creatures (23)

- 1 Burning-Tree Bloodscale
- 3 Dryad Sophisticate
- 3 Gatherer of Graces
- 2 Gruul Guildmage
- 4 Lionheart Maverick
- 2 Scab-Clan Mauler
- 2 Silhana Ledgewalker
- 2 Skarrgan Pit-Skulks
- 2 Skyrider Trainee
- 2 Streetbreaker Wurm

Other (14)

- 3 Beastmaster's Magemark
- 3 Fencer's Magemark
- 4 Gruul Signet
- 3 Guardian's Magemark
- 1 Withstand



Illus. Kev Walker

Illus. John Avon

TEYSA'S GAMBIT

The average citizen of Ravnica will never know how close the Guildpact came to dissolution the night the Golgari descended on Vitu-Ghazi. For the first time in centuries, guilds were openly at war. Such a coup doesn't happen overnight—it took Savra decades to infiltrate the Selesnya Chorus and gain a voice in its shared consciousness. She had to arrange the death of an important Ioxodon hierarch, the overthrow of the gorgons—even the thorough manipulation of her own brother. Then again, she had unseen help.

Savra's scheme had an unexpected victim, however: a girl found dead on Agrus Kos's beat. Her death drove Kos to charge in where even the Boros angels feared to tread, and he eventually found himself at the City-Tree—the place where the Selesnya Conclave would be nearly exterminated.

Even as the Golgari and Dimir conspirators revealed themselves, other guilds were making moves of their own. With the fragile balance of the guilds upset, the Orzhov put their plans into action. The Guild of Deals had its eye on the troubled Utvara province, and the patriarchs knew this was their chance to claim it.

Thanks to Izzet ingenuity, Utvara had already been saved from a Simic plague. It has been left to Teysa, the ambitious daughter of a prominent Orzhov patriarch, to settle the area and begin its development. But some complications have arisen in the form of a young, fierce Gruul warlord who isn't about to let the Orzhov have his squat without a fight.



Illus. Todd Lockwood



THE ORZHOV

To find the Orzhov, the saying goes, follow the gold. The so-called Guild of Deals contains both Ravnica's richest citizens and its most oppressed. At the guild's highest echelons sit the patriarchs, whose wealth and privilege know no bounds. Their usury buys them prolonged life, during which they bloat and turn gray. It even buys them undeath—spirits of past patriarchs tend to their “family business” by ruling the Orzhov from beyond the grave. The guild's deepest depths are occupied by desolate servants. Most are indentured because of crushing debts incurred by them, their parents, or perhaps even their distant ancestors. Holding this fragile social order in place is a veneer of religious pomp and ritual, though few believe the Orzhov worship any god other than coin.



Illus. Greg Staples



Illus. Greg Staples

Also known as: **The Guild of Deals**

Guild leader: A council of wealthy, powerful Orzhov patriarchs, some alive, some undead. Each member of the council is an archbishop and a kingpin rolled into one, all vying for even more gold and influence than he or she already wields.

Guildhall: Orzhova, the so-called Church of Deals. It's not clear even to the guild faithful whether Orzhova is a cathedral with financial interests or a bank with religious ones.

Values: The Orzhov use their oppressive social order as a means to ensure power—the entire guild is set up to keep the rich rich and the poor poor. The guild's rites and rituals, its laws and structures, exist to maintain the status quo.

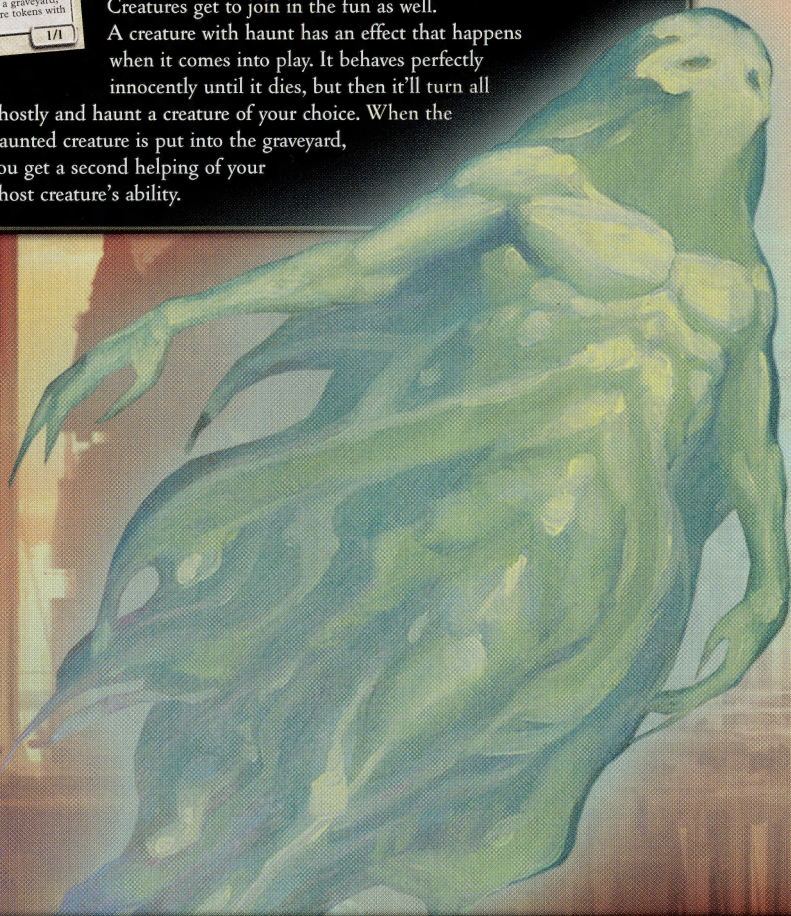
Structure: Oligarchic, with a sharp division between the privileged and the indentured. This guild is practically two guilds: one for the “haves,” the other for the “have-nots.”

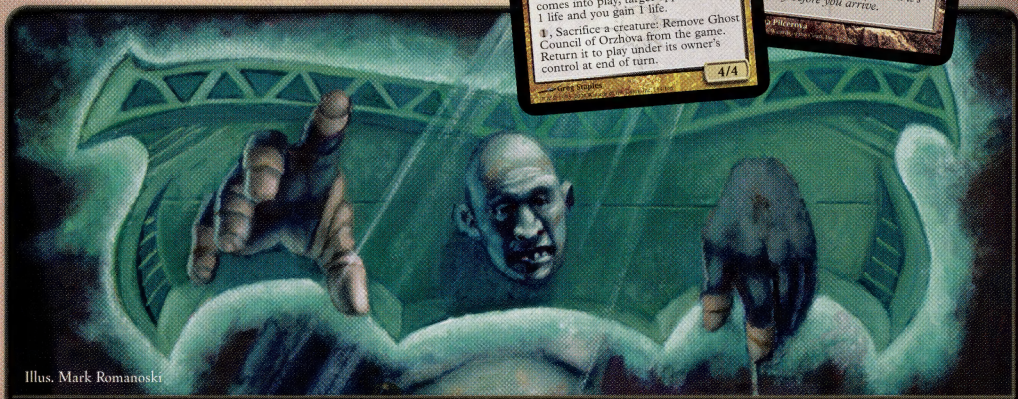


HAUNT

Haunt is a method practiced by the Orzhov guild that lets the dead influence the living. Normally after an instant or sorcery's effect happens, you simply put the card into your graveyard. After you play an instant or sorcery with *haunt*, however, you remove it from your graveyard and choose a creature in play for it to haunt. When *that* creature is put into a graveyard, you get the spell's effect again! Creatures get to join in the fun as well.

A creature with *haunt* has an effect that happens when it comes into play. It behaves perfectly innocently until it dies, but then it'll turn all ghostly and haunt a creature of your choice. When the haunted creature is put into the graveyard, you get a second helping of your ghost creature's ability.





Illus. Mark Romanoski

DRIP DRY

The primary Orzhov road to victory is via a gruesome tactic known as “bleeding.” When playing an Orzhov deck, you’ll frequently establish a stalemate, then peck away at your opponent’s life total one point at a time. Even more agonizing is when you drain that life away, adding it to your own. This strategy has been around forever, and now it’s found a solid home in white-black. To see how prominently the technique plays into the guild, look at two cards at its foundation: the guild leader Ghost Council of the Orzhov, and the guildhall Orzhova, the Church of Deals. The guildmage is the true backbone of any guild, and Orzhov Guildmage also jumps on the bleeding bandwagon. Other cards that tread the same path include Pillory of the Sleepless and Agent of Masks . . . and then come the 1/1 flying creatures. It may seem redundant, but when you add it all up, your opponent will be bled dry.



THE IZZET LEAGUE

The Izzet run hot and cold—literally. In fact, they keep nearly everything running, from Ravnica's heating networks to its water systems. The undisputed masters of spellcraft and invention on Ravnica, they're the only guild that understands metamagic: how magic itself works. Led by the capricious and unfathomably brilliant dragon Niv-Mizzet, the Izzet magewrights endlessly create and destroy, driven only by passion for discovery. Experts in elemental magic, the Izzet use elementals to guard their alchemical labs and power their turbines. They've even created their own crossbreed elementals called weirds. Unlike most other guilds, the Izzet fail to see the importance of power, dominion, or wealth. The rabid pursuit of knowledge is the guild's only concern.

Also known as: The Magewrights

Guild leader: Niv-Mizzet, an ancient dragon-mage. Over ten thousand years ago, after Niv-Mizzet had “arranged” for the disappearance of almost all the other dragons on Ravnica, he grew bored and thought it might entertain him to have his own guild. He is a “parun,” an original signatory of the Guildpact.

Guildhall: Nivix, the dragon’s aerie. This impossibly tall spire is said to be protected by the most sophisticated sigils ever devised. Within its uppermost chamber, Niv-Mizzet holds court with his most intelligent magewrights, eating those who displease him.

Values: Creation and destruction, insight and passion. These are the lifeblood of the Izzet. Like medieval hackers, the magewrights do things to see if they can be done, and to see what happens when they do.

Structure: The Izzet are an association of like-minded passionate philosophers, all of whom idolize Niv-Mizzet’s genius and caprice. Fiery competition and the drive for knowledge keep the guild’s alchemical labs and colleges humming.



Illus. Zoltan Boros & Glenn Swazey



Illus. Jim Murray



REPLICATE

The crazy confabulators of the Izzet guild invented *replicate* to turn a single spell into a bunch of spells. When you play an instant or sorcery that has replicate, you can pay its cost any number of extra times to get that many extra copies of the spell! If the original spell has a target, you can choose a different target for each of its copies. The copies are all separate from one another, so if your opponent counters one of them (or even counters the original spell), all the rest are still rarin' to go. To make things even crazier, Djinn Illuminatus gives *all* your instants and sorceries replicate! If that means a spell has two different replicate costs,

you choose which one to use.

ELECTRICAL STORM

The Izzet are masters at dealing damage, drawing cards, and (especially) doing both at once. It should come as no surprise, then, that you can pull off a *Guildpact* combo that lets you deal 2 damage to each creature in the game while drawing a card for every single victim of this firestorm! First, play Ink-Treader Nephilim. Whenever anyone plays an instant or sorcery spell that targets only the Nephilim, you get to copy that spell targeting each other creature in the game. Next, play Electrolyze targeting the Nephilim. Don't choose a second target! Suddenly every creature in the game gets "electrolyzed" and you draw a ton of cards. Best of all, Ink-Treader Nephilim survives since it's a 3/3 creature. If your opponent tries to beat you at your own game and electrolyzes your Nephilim first, don't worry—you control all the copies created by the Nephilim, so you'll still draw all those cards.





THE GRUUL CLANS

Not that the Gruul would take the time (or learn the words) to explain this, but they feel civilization is a mockery, an elaborate cage that suppresses desire and makes the weak seem powerful. The Gruul live moment by moment, and they “encourage” others to do the same. Once a strong guild, the Gruul are now merely a loose assemblage of beggars, gangs, and raiding parties. The largest of the gangs has the largest leader: Borborygmus, a huge cyclops known for smashing dissent (among other things). Gruul gangs survive by pillaging and burning neighborhoods, then squatting on the rubble and ashes, living off what they find. When the resources run dry, it’s time for another raid.



illus. Wayne Reynolds



illus. Todd Lockwood

Also known as: The Clans

Guild leader: Contested. The largest and most brutal Gruul gang is ruled by a huge cyclops called Borborygmus, but there are countless other Gruul raiding parties, and their leaders constantly vie for territory and dominance.

Guildhall: None. The Gruul are urban nomads, squatting on a given area until its resources run dry. Millennia ago, the Gruul were a powerful guild with a huge lodge-style guildhall, but its location has been lost to time.

Values: The Gruul Clans seek total freedom from civilized society's constraints and the pretenses of the guilds. They detest "society" and prefer to live moment to moment—and they insist others do as well. If there were such a thing as Gruul philosophers, they would believe that destroying civilization liberates those within it.

Structure: Loose, disconnected gangs. The Gruul are sometimes called "the guild which is not one," because they eschew any structure at all. Inside large cities, the beggars' guilds are often loyal to the Gruul. Outside the cities, the raiding gangs carve out swaths of smoldering ruin and rubble in which to subsist.



BLOODTHIRST

Bloodthirst reflects the unthinking savagery of the Gruul guild. When you put a creature with *bloodthirst* into play, it'll be bigger if your opponent was already damaged that turn. The number after the word "*bloodthirst*" tells you how many +1/+1 counters the creature comes into play with. It doesn't matter how much damage your opponent was dealt or why—a Gruul marauder only cares that blood was shed! Petrified Wood-Kin is an exception: It has a special variant of *bloodthirst* that gives it counters equal to the total amount of damage inflicted on your opponent so far that turn!



BRUTAL BRUTES AND SAVAGE SAVAGES

A creature is generally considered “efficient” if its power is at least as large as its mana cost. A Gruul deck stomps on efficiency, kicks it in the ribs, then steals its lunch money. Dip into the *Ninth Edition* set for Kird Ape, a one-mana 2/3 creature if you manage to play it with a Stomping Ground on the first turn. (Barring that, just play a Forest on turn two to pump it up before you attack.) Follow that up with Scab-Clan Mauler, which is a bloodthirst-enhanced two-mana 3/3 trampler if Kird Ape swung over to smack your opponent. On turn three, all you’ll get is Burning-Tree Shaman, a three-mana 3/4 creature with a damage-dealing ability. Don’t worry; you can make up for that “lapse” when turn four rolls around by playing the four-mana 5/5 Rumbling Slum—which also has a damage-dealing ability. Then, on turn five . . . oh, never mind; the game’s probably over!





1. NIV-MIZZET, THE FIREMIND

Move aside, Shivan Dragon—Niv-Mizzet, the Firemind is here to rule the skies! For all intents and purposes, Niv-Mizzet is the Izzet guild, and he embodies all the best parts of this crazy clan. The blue in him loves to draw cards, the red in him loves to deal damage, and the diabolical genius in him loves to do both at once. He’s fire, ice, and dragon all mixed to perfection!

2. ANGEL OF DESPAIR

Angel of Despair will destroy your opponent’s stuff and then destroy your opponent for good measure. This flyin’, fightin’, smashin’ terror doesn’t care who or what is in the way! Find a way to repeatedly put Angel of Despair into play, perhaps by sacrificing it with Plagued Rusalka and returning it with Debtors’ Knell, and all the despair will be on your opponent’s side of the table.



3. SKARRANG FIREBIRD

Vroom! Skarrang Firebird runs on the high-octane fuel of pure pain. If your opponent has been dealt damage the turn you play the Firebird, its bloodthirst ability means it enters play as a 6/6 flying Phoenix. If your opponent is dealt damage while the Firebird is in your graveyard, it can rise from the ashes to get its revenge. Try Leyline of Lightning to guarantee the Firebird always has a full tank!



4. YORE-TILLER NEPHILIM

Relive the past with Yore-Tiller Nephilim. Remember when your dearly departed creatures were alive and bashing your opponent? Now those fuzzy memories can once again be reality, since whenever Yore-Tiller Nephilim attacks, it brings a friend back from your graveyard to attack alongside it! Pairing it with dredge cards from the *Ravnica* set gives you plenty of options, but none may be better than reviving a second Yore-Tiller Nephilim.



5. LEYLINE OF LIFEFORCE

Sick and tired of having your creatures zapped by countermagic before they get a chance to run amok? Show those countering curmudgeons who’s the boss! A Leyline of Lifeforce in your opening hand means you can start the game with it in play . . . so your opponent can’t possibly counter it. Then open up the zoo and let the creatures out, because your opponent won’t be able to counter any of them either!





6. INVOKE THE FIREMIND

In the spirit of past cards such as Braingeyser and Blaze comes Invoke the Firemind. Need cards? Draw them! Is a creature bothering you? Burn it! You choose which way you want to go. What could be better than the best of both worlds? If Niv-Mizzet ranks as the absolute coolest card in the set, it's not surprising that the card that invokes him is Top Ten material as well.



7. MIMEOFACTURE

Mimeofacture is made for the jealous. Do you ever wish you could get your hands on your opponent's stuff? Well, now you can! Replicate lets you make as many copies of Mimeofacture as you can pay for, so soon your board will look like a mirror image of your opponent's. Just remember to give back the stuff you stole when the game ends—otherwise you won't be able to steal it again next game!



8. GHOST COUNCIL OF ORZHOVA

Commit to the Orzhov and the Ghost Council will reward you. This legendary Spirit Lord is a big body that—perhaps since it's already dead—just won't die! It always seems to vanish at exactly the right time. If the Ghost Council sidesteps a Wrath of God, it'll even drain life when it returns! Fittingly, the Ghost Council lets you control your haunt effects by letting you sacrifice your haunted creatures whenever it suits you.



9. STORM HERD

How many Pegasus tokens does it take to change a light bulb? That depends on how much life you have! You won't have to worry about lighting up the scoreboard once you play this monstrous spell, since an army of flying Pegasus creature tokens will immediately flock to your side. That sound your opponent hears isn't thunder—it's a stampe.



10. RUMBLING SLUM

Rumbling Slum's name aptly describes its size: A 5/5 creature this powerful hasn't been seen since Juzam Djinn showed up in the *Arabian Nights*™ set. Your opponent's puny creatures are no match for this walking chunk of Ravnica. Even if Rumbling Slum is slowed down by a chump blocker or two, its painful upkeep ability will pump up all your bloodthirst creatures anyway!

SNEAK PEEKS REVEALED!

You may think the *Guildpact* set is your first glimpse at the Orzhov, Izzet, and Gruul guilds. But if you've played with *Ravnica: City of Guilds* cards, you may have already peeked behind the curtain. Though the focus of the *Ravnica* set was on the Golgari, Dimir, Selesnya, and Boros guilds, the other guilds coexist with them in the city of Ravnica. That means the three *Guildpact* guilds made cameo appearances on a whole bunch of *Ravnica* cards.



WHAT IS IT ABOUT THE IZZET?

Izzet mages did the best job of infiltrating *Ravnica* art. Compulsive Research, Muddle the Mixture, Mindmoil, and Char illustrated the Izzet at work. Though the *Guildpact* set fleshes out this guild of manic geniuses, these *Ravnica* cards gave a distinct preview of the Izzet's obsession, recklessness, and unique fashion sense. In particular, Char and Compulsive Research integrated mage-tech elements into the costuming.

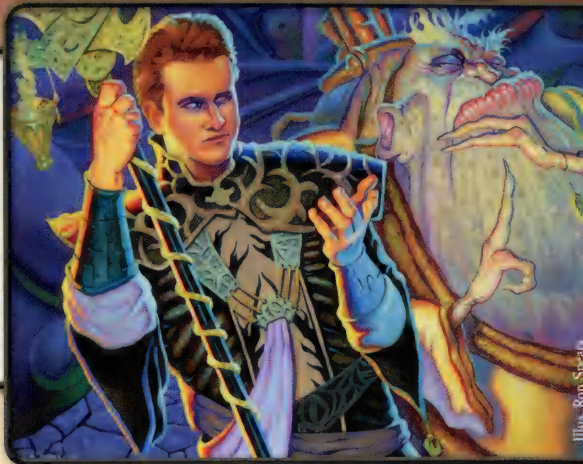
The Izzet contributed more than just mages to *Ravnica* art. Seed Spark and Flow of Ideas showed Izzet boilers and waterworks—the super-complex systems they use to store mana, run experiments, contain weirds, and regulate Ravnica's water flow.



Another Izzet cameo might be misleading if you know the Izzet's great draconic leader, Niv-Mizzet. Dream Leash depicts a sleeping dragon under the spell of a Dimir wizard. Though the dragon looks like Niv-Mizzet, it's actually one of his many cloned dragon underlings. Niv-Mizzet likes his dragons to look like him, but the giveaway is in the scale—Niv-Mizzet himself would be at least three or four times bigger than this dragon.

WHAT'S THE DEAL WITH THE ORZHOV?

Many of the wealthiest mogul-priests of the Orzhov are corrupted and warped by their own greed and power. The background characters in *Lurking Informant* and *Dark Confidant* gave us our first look at the bloated, crooked Orzhov elite. These are just the type of fat cats that eventually become the undead spirits that run the guild, as seen in the *Guildpact* cards *Ghost Council of Orzhova* and *Revenant Patriarch*.



Although *Moonlight Bargain* didn't specifically depict any Orzhov characters, it showed a bunch of Ravnican riff-raff taking advantage of the shady business dealings of the Orzhov. This card's art is a scene at the Moon Market, the Orzhov-run black market where anything can be had . . . for the right price.





CRUEL AS THE GRUUL

The savages of the Gruul, who have nothing on their minds but food, fighting, and food-fighting, wreck up the joint in a few different *Ravnica* illustrations. Dizzy Spell has a number of essentially Gruul elements: smashed buildings, barreling attacks, and dim-witted hulks. Dogpile does a great job at showcasing Gruul viciousness. And *Instill Furor* shows a Gruul gang facing off against . . . hmmm, who could those guys be?



Now that you know these cameos exist, look through your *Ravnica* and *Guildpact* cards to see if you can spot any more. And remember: There are three more guilds to come!

GUILDPACT™

CARD ENCYCLOPEDIA

The *Guildpact* Card Encyclopedia shows the entire *Guildpact* card set. To keep track of your cards, just turn to the checklist on pages 42–43.

Absolver Thrull 3



Creature — Thrull Cleric

Haunt (When this card is put into a graveyard from play, remove it from the game haunting target creature.)

When Absolver Thrull comes into play or the creature it haunts is put into a graveyard, destroy target enchantment.

— Rob Alexander
© 1993–2005 Wizards of the Coast, Inc. 31165

2/3

Belfry Spirit 3



Creature — Spirit

Flying

Haunt (When this card is put into a graveyard from play, remove it from the game haunting target creature.)

When Belfry Spirit comes into play or the creature it haunts is put into a graveyard, put two 1/1 black Bat creature tokens with flying into play.

— Daren Bader
© 1993–2005 Wizards of the Coast, Inc. 31165

1/1

Benediction of Moons



Sorcery

You gain 1 life for each player.

Haunt (When this spell card is put into a graveyard after resolving, remove it from the game haunting target creature.)

When the creature Benediction of Moons haunts is put into a graveyard, you gain 1 life for each player.

— Matt Cavotta
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Droning Bureaucrats 3



Creature — Human Advisor

X, **C**: Each creature with converted mana cost X can't attack or block this turn.

"... and you must also apply for an application license, file documents 136(rv) and 22-C, and -D in triplicate, pay all requisite fees, request a..."

— Key Walker
© 1993–2005 Wizards of the Coast, Inc. 31165

1/4

Ghost Warden 1



Creature — Spirit

C: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
— Iromov, traveling storyteller

— Itokua
© 1993–2005 Wizards of the Coast, Inc. 31165

1/1

Ghostway 2



Instant

Remove each creature you control from the game. Return those creatures to play under their owners' control at end of turn.

"I watched its blade swing through me, but I was hollow, empty. I saw its face contort in rage but could not hear it snarl."
— Klatic, Boros legionnaire

— Jim Murray
© 1993–2005 Wizards of the Coast, Inc. 31165

Graven Dominator 2

Creature — Gargoyle 3

Flying
Haunt (*When this card is put into a graveyard from play remove it from the game haunting target creature.*)
When Graven Dominator comes into play or the creature it haunts is put into a graveyard, each other creature becomes 1/1 until end of turn.

— Carl Critchlow
TM & © 1993–2008 Wizards of the Coast, Inc. 13105

4/4

Guardian's Magemark 2

Enchantment — Aura 3

You may play Guardian's Magemark any time you could play an instant.
Enchant creature
Creatures you control that are enchanted get +1/+1.
The soldier moved with fluid poise, his awareness extending far beyond five senses.

— Brandon Kirkowski
TM & © 1993–2008 Wizards of the Coast, Inc. 13105

Harrier Griffin 5

Creature — Griffin 3

Flying
At the beginning of your upkeep, tap target creature.
Moon Market merchants sell a bottled scent to catpurses and other criminals. Those doused in the liquid become "griffin bait."

— Jim Nelson
TM & © 1993–2008 Wizards of the Coast, Inc. 13105

3/3

Leyline of the Meek 2

Enchantment 3

If Leyline of the Meek is in your opening hand, you may begin the game with it in play.
Creature tokens get +1/+1.
Where strength and humility converge.

— Mark Zug
TM & © 1993–2008 Wizards of the Coast, Inc. 13105

Lionheart Maverick 1

Creature — Human Knight 3

Vigilance
* * * Lionheart Maverick gets +1/+2 until end of turn.
"Your sigil is no symbol of power. It marks only your need for numbers to aid you. What do you do, guild-rat, now that his face my blade alone?"

— Hideaki Takamura
TM & © 1993–2008 Wizards of the Coast, Inc. 13105

1/1

Martyred Rusalka 1

Creature — Spirit 3

* * Sacrifice a creature: Target creature can't attack this turn.
Rakdos cultists hanged her for sport in the township square. Her ghost now stands vigil at what has become known as the Tree of Weeping.

— Alex Horley-Orlandelli
TM & © 1993–2008 Wizards of the Coast, Inc. 13105

1/1

Order of the Stars 1

Creature — Human Cleric 3

Defender (*This creature can't attack.*)
As Order of the Stars comes into play, choose a color.
Order of the Stars has protection from the chosen color.
As stoic as the marble halls, as unblinking as the stars upon their shields.

— Heather Hudson
TM & © 1993–2008 Wizards of the Coast, Inc. 13105

0/1

Shadow Lance 1

Enchantment — Aura 3

Enchant creature
Enchanted creature has first strike.
1 * Enchanted creature gets +2/+2 until end of turn.
Shadow lances are crafted from harvested souls. The more wicked the sinner, the keener the blade.

— Hideaki Takamura
TM & © 1993–2008 Wizards of the Coast, Inc. 13105

Shrieking Grottesque 2

Creature — Gargoyle 3

Flying
When Shrieking Grottesque comes into play, if * was spent to play Shrieking Grottesque, target player discards a card.
Orehoon mage-sculptors bring their stone to life before they carve it. The shrieking begins as soon as the mouths are formed.

— Danny Ortoleva
TM & © 1993–2008 Wizards of the Coast, Inc. 13105

2/1

Sinstriker's Will 3

Enchantment — Aura

Enchant creature
Enchanted creature has "♣: This creature deals damage equal to its power to target attacking or blocking creature."
"Steel rusts. Arrows break. But righteousness is always strong, always sharp."
—Ben Thompson

108. © 1997-2008 Wizards of the Coast, Inc. 08/104

Skyrider Trainee 4

Creature — Human Soldier

As long as Skyrider Trainee is enchanted, it has flying.
"Of course I plan on going up. Kang here is the most trusted 'jin on the squad. Afraid? Me? No, I'm just... waiting for the right wind conditions."
—Adam Rex

3/3

108. © 1997-2008 Wizards of the Coast, Inc. 17/104

Spellthie Enforcer 3

Creature — Elephant Wizard

Whenever an opponent plays a spell, that player sacrifices a permanent unless he or she pays ♣.
His assistants calculate the amount of the tribute. He measures out the punishment for delinquency.
—Greg Staples

3/3

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Storm Herd 8

Sorcery

Put X 1/1 white Pegasus creature tokens with flying into play, where X is your life total.
"When you hear thunder on a cloudless day, take cover and brace for the coming of the storm herd."
—Skotizo, Tin Street basket vendor

—Jim Nelson

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To Arms! 1

Instant

Untap all creatures you control.
Draw a card.
"The call came, spell-borne through mortar and stone to the ear of every soldier. The call came, and the advantage was ours."
—Loduz, captain of the watch

—Aleksi Brichot

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Withstand 2

Instant

Prevent the next 3 damage that would be dealt to target creature or player this turn.
Draw a card.
"Defense is as much a part of war as offense, the shield as important a tool as the sword."
—Alocneh, Boros guildmage

—Ron Spears

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Ætherplasm 2

Creature — Illusion

Whenever Ætherplasm blocks a creature, you may return Ætherplasm to its owner's hand. If you do, you may put a creature card from your hand into play blocking that creature.
Its fickle form holds hints of a thousand former identities.
—Nottoso

1/1

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Crystal Seer 4

Creature — Vedalken Wizard

When Crystal Seer comes into play, look at the top four cards of your library, then put them back in any order.
♣♣: Return Crystal Seer to its owner's hand.
"Surprise is a useless, unitty emotion—the plaything of goblins and fools."
—Elen Angro

2/2

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Drowned Rusalka 4

Creature — Spirit

♣, Sacrifice a creature: Discard a card, then draw a card.
Lurking below the current, she thirsts until others come to drink.
—Dany Orizio

1/1

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Frazzle 3

Instant

Counter target nonblue spell.
The chant was interrupted, the components cooked, and Zok worried that it was his brain he smelled smoking.

— Pete Venters
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Gigadrowse

Instant

Replicate \blacklozenge (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
 Tap target permanent.

— Alex Horley-Orlandelli
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Hatching Plans

Enchantment

When Hatching Plans is put into a graveyard from play, draw three cards.
So wondrous to behold, so delicate and finely crafted—and yet, such a pleasure to smash.

— Heather Hudson
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Infiltrator's Magemark

Enchantment — Aura

Enchant creature
 Creatures you control that are enchanted get $+1/+1$ and can't be blocked except by creatures with defender.

*"In secrecy is strength. None can oppose one who cannot be found."
 —Szadek*

— Brandon Kitokuai
TM & © 1993, 2004 Wizards of the Coast, Inc. 12146

Leyline of Singularity

Enchantment

If Leyline of Singularity is in your opening hand, you may begin the game with it in play.
 All nonland permanents are legendary.
Where renown and solitude converge.

— Istvan Boros & Gabor Salkotai
TM & © 1993, 2004 Wizards of the Coast, Inc. 12147

Mimeofacture

Sorcery

Replicate \blacklozenge (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
 Choose target permanent an opponent controls. Search that player's library for a card with the same name and put it into play under your control. Then that player shuffles his or her library.

— Dan Scott
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Quicken

Instant

The next sorcery spell you play this turn can be played any time you could play an instant.
 Draw a card.
A skilled Izeti chronarch can carry out an epic vendetta between the fall of one hourglass grain and the next.

— Aleksi Brilic
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Repeal

Instant

Return target nonland permanent with converted mana cost X to its owner's hand.
 Draw a card.
*"Your deed cannot be undone. You, however, can be."
 —Agosto, Azorius imperator*

— Dan Scott
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Runeboggle

Instant

Counter target spell unless its controller pays \blacklozenge .
 Draw a card.
*"Ever try to count hyperactive schoolchildren while someone shouts random numbers in your ear? It's like that."
 —Geetra, frustrated mage*

— Ron Spencer
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Sky Swallower 3 4

Creature — Leviathan

Flying

When Sky Swallower comes into play, target opponent gains control of all other permanents you control.

Would you trade the world for such a pet?

8/8

— Rick Post

Steamcore Weird 3 4

Creature — Weird

When Steamcore Weird comes into play, if ☉ was spent to play Steamcore Weird, it deals 2 damage to target creature or player.

Like many Izzet creations, weirds are based on wild contradictions yet somehow manage to work.

1/3

— Justin Norman

Stratozeppelin 4 4

Creature — Beast

Flying

Stratozeppelin can block only creatures with flying.

The "Days of Darkness" mark the stratozeppelids' annual migration, when for five days they blot out the sun and trumpet their passing.

4/4

— Hitoku

Thunderheads 2 4

Instant

Replicate 2☉ (When you play this spell, copy it for each time you paid its replicate cost.)

Put a 3/3 blue Weird creature token with defender and flying into play. Remove it from the game at end of turn.

The clouds grew thick, and then they grew teeth.

2/2

— Hideaki Takamura

Torch Drake 3 4

Creature — Drake

Flying

1☉ : Torch Drake gets +1/+0 until end of turn.

"Drakes? Bah! Things that breathe don't interest me. It breathes fire, you say? Well, that's a different story!"

—Zatas, Izzet clockwork artificer

2/2

— Darren Bader

Train of Thought 1 4

Sorcery

Replicate 1☉ (When you play this spell, copy it for each time you paid its replicate cost.)

Draw a card.

"But then . . . oh, but . . . which means . . . which would lead to . . . exactly!"

1/4

— Matt Thompson

Vacuumelt 2 4

Sorcery

Replicate 2☉ (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)

Return target creature to its owner's hand.

1/1

— Nathan

Vedalken Plotter 2 4

Creature — Vedalken Wizard

When Vedalken Plotter comes into play, exchange control of target land you control and target land an opponent controls.

"Fair? At what point in our negotiations did you convince yourself my goal was to be fair?"

1/1

— Greg Staples

Vertigo Spawn 1 4

Creature — Illusion

Defender (This creature can't attack.)

Whenever Vertigo Spawn blocks a creature, tap that creature. It doesn't untap during its controller's next untap step.

0/3

— Hitoku

Abyssal Nocturnus 1 2 3

Creature — Horror

Whenever an opponent discards a card, Abyssal Nocturnus gets +2/+2 and gains fear until end of turn.

"I fear to keep an open mind, for there are those who would use it as a door to my soul."
—Voka Schlak, *Mauzam Asylum inmate, diary*

2/2

Caustic Rain 2 3 3

Sorcery

Remove target land from the game.

"Looking out the great windows of Vitu-Ghazi at the foundry stacks belching their smoke to the sky, I wonder when the sky will take its vengeance."
—Heruf, *Selesnya initiate*

Cremate 3

Instant

Remove target card in a graveyard from the game.
Draw a card.

Cremation of the dead is not a religious ritual in Ratnicia. It's a business designed to keep the Golgari from growing in numbers.

Cry of Contrition 3

Sorcery

Target player discards a card.
Haunt (When this spell card is put into a graveyard after resolving, remove it from the game haunting target creature.)
When the creature Cry of Contrition haunts is put into a graveyard, target player discards a card.

Cryptwailing 3 3

Enchantment

1. Remove two creature cards in your graveyard from the game: Target player discards a card. Play this ability only any time you could play a sorcery.

"Pace the tragic notes together and is it not a melody?"
—Tessa

Daggerclaw Imp 2 3

Creature — Imp

Flying
Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruesal use them to pick their teeth after lurching on the rest of the carcass.

3/1

Douse in Gloom 2 3

Instant

Douse in Gloom deals 2 damage to target creature and you gain 2 life.

Orzhov prisoners are steeped in a blackened brew that robs their souls of strength. Patriarchs drink that brew to extend their own lives.

Exhumer Thrull 5 3

Creature — Thrull

Haunt (When this card is put into a graveyard from play, remove it from the game haunting target creature.)
When Exhumer Thrull comes into play or the creature it haunts is put into a graveyard, return target creature card from your graveyard to your hand.

3/3

Hissing Miasma 1 3 3

Enchantment

Whenever a creature attacks you, its controller loses 1 life.

All that remains when the fog finishes are neat piles of polished bones, like acid-etched glass. Orzhov servants collect them to make altar chimes.

Leyline of the Void 2

Enchantment

If Leyline of the Void is in your opening hand, you may begin the game with it in play.
If a card would be put into an opponent's graveyard, remove it from the game instead.
Where treachery and oblivion converge.

Adam Rex
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Necromancer's Magemark 2

Enchantment — Aura

Enchant creature
Creatures you control that are enchanted get +1/+1.
If a creature you control that's enchanted would be put into a graveyard, return it to its owner's hand instead.

Benjamin Dichter
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Orzhov Euthanist 2

Creature — Human Assassin

Haunt (When this card is put into a graveyard from play, remove it from the game haunting target creature.)
When Orzhov Euthanist comes into play or the creature it haunts is put into a graveyard, destroy target creature that was dealt damage this turn.

Zoltan Boros & Gabriel Salvendy
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Ostiary Thrull 3

Creature — Thrull

*: Tap target creature.
Orzhov churches don't pass the plate for collection. They charge for admission.

Mark Spencer
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Plagued Rusalka

Creature — Spirit

*: Sacrifice a creature: Target creature gets -1/-1 until end of turn.
"Look at her, once filled with innocence. Death has a way of torturing away such... deficiencies."
—Savra

Alice Marley-Olshansky
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Poisonbelly Ogre 4

Creature — Ogre Warrior

Whenever another creature comes into play, its controller loses 1 life.
Some claim it's a failed Sunc experiment, others say a Golgari creation. Both guilds deny all responsibility, while secretly studying its strange virulence.

Zoltan Boros & Gabriel Salvendy
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Restless Bones 2

Creature — Skeleton

3: Target creature gains swampwalk until end of turn.
1: Regenerate Restless Bones.
"We mourn our dead. We shroud our dead. We bury our dead. Too often, it seems, we must kill our dead again."
—Grazda, veteran armorer

Gregory Scharf
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Revenant Patriarch 4

Creature — Spirit

When Revenant Patriarch comes into play, if * was spent to play Revenant Patriarch, target player skips his or her next combat phase.
Revenant Patriarch can't block.
"The Golgari raise the bodies of their dead to serve. We raise the spirits of our dead to lead."

Nick Permal
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Sanguine Praetor 6

Creature — Avatar

*: Sacrifice a creature: Destroy each creature with the same converted mana cost as the sacrificed creature.
"Our fealty to guilds dooms us. The old gods shall resurrect. Our skins will wave upon the guild-masts over emptied streets, and our bones will clatter in the void."
—Iromox, traveling storyteller

Eric Jost
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Seize the Soul 2 3

Instant

Destroy target nonwhite nonblack creature. Put a 1/1 white Spirit creature token with flying into play.

Haunt

When the creature Seize the Soul haunts is put into a graveyard, destroy target nonwhite nonblack creature. Put a 1/1 white Spirit creature token with flying into play.

—Alex Brinkley, *Order of the Griffon*

3/3

Skeletal Vampire 4 3

Creature — Vampire Skeleton

Flying

When Skeletal Vampire comes into play, put two 1/1 black Bat creature tokens with flying into play.

3 3, Sacrifice a Bat: Put two 1/1 black Bat creature tokens with flying into play.

Sacrifice a Bat: Regenerate Skeletal Vampire.

—Wayne Reynolds, *Order of the Griffon*

3/3

Smogsteed Rider 2 3

Creature — Human Wizard

Whenever Smogsteed Rider attacks, each other attacking creature gains fear until end of turn.

"An entire order of mages who draw their power from Ravnica's smog? Yet another indicator of our world's decay."

—Dravash, dowsing shaman

—Alex Brinkley, *Order of the Griffon*

2/2

Bloodscale Prowler 2 3

Creature — Viashino Warrior

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.)

It tracks its victims by the scent of their breath, preferring to dine on those who recently ate well.

—Larry Grant, *West*

3/1

Fencer's Magemark 2 3

Enchantment — Aura

Enchant creature

Creatures you control that are enchanted get +1/+1 and have first strike.

"The first blow is the most important. It often negates the need for a second."

—Agnus Kos

—Brandon Kittowski, *Order of the Griffon*

3/3

Ghor-Clan Bloodscale 3 2

Creature — Viashino Warrior

First strike

3: Ghor-Clan Bloodscale gets +2/+2 until end of turn. Play this ability only once each turn.

At mealtimes, the Ghrual customarily omit such niceties as using forks or killing the entrée.

—Paulo Parente, *Order of the Griffon*

2/1

Hypervolt Grasp 2 3

Enchantment — Aura

Enchant creature

Enchanted creature has "C": This creature deals 1 damage to target creature or player."

1: Return Hypervolt Grasp to its owner's hand.

Zap on. Zap off.

—Mark Romanick, *Order of the Griffon*

3/3

Leyline of Lightning 2 3

Enchantment

If Leyline of Lightning is in your opening hand, you may begin the game with it in play.

Whenever you play a spell, you may pay 1. If you do, Leyline of Lightning deals 1 damage to target player.

Where storm and spellcraft converge.

—Paulo Parente, *Order of the Griffon*

3/3

Living Inferno 6 3

Creature — Elemental

C: Living Inferno deals damage equal to its power divided as you choose among any number of target creatures. Each of those creatures deals damage equal to its power to Living Inferno.

—John Asop, *Order of the Griffon*

8/5

Ogre Savant 4

Creature — Ogre Wizard

When Ogre Savant comes into play, if ♣ was spent to play Ogre Savant, return target creature to its owner's hand.

He's an oxymoron.

— Paolo Favaretto

3/2

Paralelectric Feedback 3

Instant

Paralelectric Feedback deals damage to target spell's controller equal to that spell's converted mana cost.

"You can't have so many people living so close together, all practicing so much magic, and not expect some feedback."

— Mitch Lerner

Pyromatics 1

Instant

Replicate 1 (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)

Pyromatics deals 1 damage to target creature or player.

— Glen Angus

Rabble-Rouser 3

Creature — Goblin Shaman

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.)

♣, ♠: Attacking creatures get +X/+0 until end of turn, where X is Rabble-Rouser's power.

— Justin Norman

1/1

Scorched Rusalka 2

Creature — Spirit

♣: Sacrifice a creature: Scorched Rusalka deals 1 damage to target player.

Each small blaze she sets jogs her memory, letting her piece together the mystery of her own fiery end.

— Luca Zottini

1/1

Shattering Spree 2

Sorcery

Replicate (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)

Destroy target artifact.

— Pat Lee

Siege of Towers 1

Sorcery

Replicate 1 (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)

Target Mountain becomes a 3/1 creature. It's still a land.

— Anthony S. White

Skarrgan Firebird 4

Creature — Phoenix

Bloodthirst 3 (If an opponent was dealt damage this turn, this creature comes into play with three +1/+1 counters on it.)

Flying

♣♣♣: Return Skarrgan Firebird from your graveyard to your hand. Play this ability only if an opponent was dealt damage this turn.

— Walter

3/3

Tin Street Hooligan 1

Creature — Goblin Rogue

When Tin Street Hooligan comes into play, if ♣ was spent to play Tin Street Hooligan, destroy target artifact.

"Rauck-Chau's like a holiday! Only it isn't on the calendars, and instead of dancing you knock people flat, and instead of giving gifts you break stuff!"

— Luca Zottini

2/1

Battering Wurm 6

Creature — Wurm

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.)
Creatures with power less than Battering Wurm's power can't block it.

—Darrell Riche 4/3

Beastmaster's Magemark 2

Enchantment — Aura

Enchant creature
Creatures you control that are enchanted get +1/+1.
Whenever a creature you control that's enchanted becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

—Brandon Kidmouk

Bioplasm 3

Creature — Ooze

Whenever Bioplasm attacks, remove the top card of your library from the game. If it's a creature card, Bioplasm gets +X+Y until end of turn, where X is the removed creature card's power and Y is its toughness. (A * on a card not in play is 0.)

—Jon Pezzer 4/4

Crash Landing 2

Instant

Target creature with flying loses flying until end of turn. Crash Landing deals damage to that creature equal to the number of Forests you control.
"The other guilds think they're untouchable. It's time we brought them back down to earth."
—Ghat Rak, Gruul guildmage

—Darrell Riche

Dryad Sophisticate 1

Creature — Dryad

Nonbasic landwalk
From Tin Street to the Outcast Mansions, she walks unbidden and unbound, her graceful silence never shaken by the riot of city life around her.

—Ron Spears 2/1

Earth Surge 3

Enchantment

Each land gets +2/+2 as long as it's a creature.
"Some gardeners sing to plants. I tell them stories—stories of how they once ruled the world, of the mortals who destroyed their kind, and of revenge."
—Bongrat, druid of the Cult of Yore

—Lucia Zorniani

Gatherer of Graces 1

Creature — Human Druid

Gatherer of Graces gets +1/+1 for each Aura attached to it.
Sacrifice an Aura: Regenerate Gatherer of Graces.
"Garb is for common folk. I prefer to wear insight and zeal, ambition and flame."

—Heather Hudson 1/2

Ghor-Clan Savage 3

Creature — Centaur Berserker

Bloodthirst 3 (If an opponent was dealt damage this turn, this creature comes into play with three +1/+1 counters on it.)
The snap of sinew. The crunch of bone. A cry for mercy. These are the music of the Gruul.

—Greg Staples 2/3

Gristleback 2

Creature — Beast

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.)
Sacrifice Gristleback: You gain life equal to Gristleback's power.
Loyal in battle, heavy in stew.

—Lars Grant-West 2/2

Gruul Nodorog 4

Creature — Beast

R: Gruul Nodorog can't be blocked this turn except by two or more creatures.

Putting the nodorog
—Gruul expression meaning "making a really big mistake"

—Pete Ventres

4/4

Gruul Scrapper 3

Creature — Human Berserker

When Gruul Scrapper comes into play, if **R** was spent to play Gruul Scrapper, it gains haste until end of turn.

The Gruul aren't satisfied with just smashing things. They continue smashing other things with the things they just smashed.

—Liam Sharp

3/2

Leyline of Lifeforce 2

Enchantment

If Leyline of Lifeforce is in your opening hand, you may begin the game with it in play.

Creature spells can't be countered.

Where sovereignty and flesh converge.

—Key Walker

Petrified Wood-Kin 6

Creature — Elemental Warrior

Petrified Wood-Kin can't be countered.

Bloodthirst X (This creature comes into play with X **+1/+1** counters on it, where X is the damage dealt to your opponents this turn.)

Protection from instants

—Key Walker

3/3

Predatory Focus 3

Sorcery

You may have creatures you control deal their combat damage to defending player this turn as though they weren't blocked.

Instinct blood-tinted his sword until he could see only one thing clearly: his prey.

—Zoltan Doros is Dabor Szabolcs

Primeval Light 3

Sorcery

Destroy all enchantments target player controls.

"Look to the old tomes, those bound in hides and written in yarberrry ink. They hold the spells that can free us of the clutter of modern magecraft."
—Dravash, dowding shaman

—Jim Nelson

Silhana Ledgewalker 1

Creature — Elf Rogue

Silhana Ledgewalker can't be blocked except by creatures with flying.

Silhana Ledgewalker can't be the target of spells or abilities your opponents control.

Street folk call them "spire mice," but behind the mockery is an unspoken envy of the ledgewalkers' skill at avoiding harm.

—James Wong

1/1

Silhana Starfletcher 2

Creature — Elf Druid Archer

As Silhana Starfletcher comes into play, choose a color.

W: Add one mana of the chosen color to your mana pool.

Silhana Starfletcher can block as though it had flying.

In light he finds both gift and weapon.

—Alex Hoxley-Orlandelli

1/3

Skarrgan Pit-Skulk 1

Creature — Human Warrior

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a **+1/+1** counter on it.)

Creatures with power less than Skarrgan Pit-Skulk's power can't block it.

—Liam Sharp

1/1

Starved Rusalka 



Creature — Spirit 

◆ Sacrifice a creature: You gain 1 life.

"No more wretched fate is there than to waste away. If you are slain, your ghost may at least avenge itself upon your killer. But what release is there for one slain by Time?"
—Ilimoré, traveling storyteller

—Dany Orslo
1/1

Wildsize 



Instant 

Target creature gets +2/+2 and gains trample until end of turn. Draw a card.

Two times the size, four times the smell.

—Jan Murray

Wurmweaver Coil 



Enchantment — Aura 

Enchant green creature
Enchanted creature gets +6/+6.

◆◆◆ Sacrifice Wurmweaver Coil: Put a 6/6 green Wurm creature token into play.

Some use magic to spy through walls. Others use it to crush them.

—Mitch Cole

Agent of Masks 



Creature — Human Advisor 

At the beginning of your upkeep, each opponent loses 1 life. You gain life equal to the life lost this way.

"You say that I am two-faced? Enough with the flattery. We have business to conduct."

—Mala, theuspion

2/3

Angel of Despair 



Creature — Angel 

Flying

When Angel of Despair comes into play, destroy target permanent.

"I feel in them a sense of duty and commitment, yet I can feel nothing else. It is as if their duty is to an empty void."
—Razia

—Todd Lockwood

5/5

Blind Hunter 



Creature — Bat 

Flying

Haunt (When this card is put into a graveyard from play, remove it from the game haunting target creature.)

When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.

—Warren Mahy

2/2

Borborygmos 



Legendary Creature — Cyclops 

Trample

Whenever Borborygmos deals combat damage to a player, put a +1/+1 counter on each creature you control.

"It's easy to see why these Gruid drithags follow him—the only orders he gives are 'Crush them!' and 'We eat!'"
—Geyra

—Todd Lockwood

6/7

Burning-Tree Bloodscale 



Creature — Viashino Berserker 

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature comes into play with a +1/+1 counter on it.)

2♦ Target creature can't block Burning-Tree Bloodscale this turn.

2♣ Target creature blocks Burning-Tree Bloodscale this turn if able.

—Kev Milller

2/2

Burning-Tree Shaman 



Creature — Centaur Shaman 

Whenever a player plays an activated ability that isn't a mana ability, Burning-Tree Shaman deals 1 damage to that player.

Gruid shamans are bent on punishing the civilized. Any act more complex than rubbing sticks together or eating with utensils is met with the stinging burn of their magic.

—Dore Seid

3/4

Castigate ♣♣



Sorcery ♣♣

Target opponent reveals his or her hand. Choose a nonland card from it. Remove that card from the game.

"We have no need for military might. We wield two of the sharpest swords ever forged: Faith in our left hand, Wealth in our right."
—Vilhev of the Ghost Council

—Darrell Kiche

Cerebral Vortex ♣♣



Instant ♣♣

Target player draws two cards, then Cerebral Vortex deals damage to that player equal to the number of cards he or she has drawn this turn.

Izzet brains and Izzet boilers: contents under pressure.

—Jeremy Jarvis

Conjurer's Ban ♣♣



Sorcery ♣♣

Name a card. Until your next turn, the named card can't be played. Draw a card.

Orzhov faithful file past to have their minds purged of "impure" desires. There, the guiltwardens eliminate any thoughts of hope or self-sufficiency.

—Pete Ventres

Culling Sun ♣♣♣



Sorcery ♣♣♣

Destroy each creature with converted mana cost 3 or less.

"Who truly runs this city? Look to the sky on hallowed days, and see whose sigil is stamped clearly onto the heavens."
—Vilhev of the Ghost Council

—Daren Rader

Dune-Brood Nephilim ♣♣♣



Creature — Nephilim ♣♣♣

Whenever Dune-Brood Nephilim deals combat damage to a player, put a 1/1 colorless Sand creature token into play for each land you control.

When it awoke, it spatoned nameless thousands to herald its arrival.

—Jim Murray

3/3

Electrolyze ♣♣



Instant ♣♣

Electrolyze deals 2 damage divided as you choose among any number of target creatures and/or players. Draw a card.

The Izzet learn something from every lesson they teach.

—Graham Borus & Gabe Schifano

Feral Animist ♣♣



Creature — Goblin Shaman ♣♣

♣: Feral Animist gets +X/+0 until end of turn, where X is its power.

He chanted over a pot of boiling blood and honey. His brain buzzed like a nest of hornets, and his muscles rippled with the might of the bear.

—Ron Spears

2/1

Gelectrode ♣♣



Creature — Weird ♣♣

♣: Gelectrode deals 1 damage to target creature or player. Whenever you play an instant or sorcery spell, you may untap Gelectrode.

"Diametrically opposing energies in self-sealed plasmadermic bubbles make great pets!"
—Trissa, Izzet mage

—Dan Scott

0/1

Ghost Council of Orzhova ♣♣♣



Legendary Creature — Spirit Lord ♣♣♣

When Ghost Council of Orzhova comes into play, target opponent loses 1 life and you gain 1 life.

1. Sacrifice a creature: Remove Ghost Council of Orzhova from the game. Return it to play under its owner's control at end of turn.

—Greg Staples

4/4

Glint-Eye Nephilim

Creature — Nephilim

Whenever Glint-Eye Nephilim deals combat damage to a player, draw that many cards.

♣ Discard a card: Glint-Eye Nephilim gets +1/+1 until end of turn.

When it awakes, it shook the plane with the thunder of its craving.

—Mark Zug
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2/2

Goblin Flectomancer

Creature — Goblin Wizard

Sacrifice Goblin Flectomancer: You may change the targets of target instant or sorcery spell.

Rerouting magic through a goblin's brain is the surest way to throw it wildly off course.

—Matt Cavotta
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2/2

Ink-Treader Nephilim

Creature — Nephilim

Whenever a player plays an instant or sorcery spell, if Ink-Treader Nephilim is the only target of that spell, copy the spell for each other creature that spell could target. Each copy targets a different one of those creatures.

When it awakes, the mirrors of the world reflected only darkness.

—Christoffer Moeller
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3/3

Invoke the Firemind

Sorcery

Choose one — Draw X cards; or Invoke the Firemind deals X damage to target creature or player.

To those in tune with the Firemind, there is no difference between knowledge and flame.

—Jonathan Burros & Gabriel Spikeral
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Izzet Chronarch

Creature — Human Wizard

When Izzet Chronarch comes into play, return target instant or sorcery card from your graveyard to your hand.

He ensures not only whether but also when and where the lightning strikes twice.

—Nikol Perceval
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2/2

Killer Instinct

Enchantment

At the beginning of your upkeep, reveal the top card of your library. If it's a creature card, put it into play. That creature gains haste until end of turn. Sacrifice it at end of turn.

"Take the bridge, men! Victory! Victory is ours — Retreat! RETREAT!"

—Christoffer Moeller
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Leap of Flame

Instant

Replicate (When you play this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)

Target creature gets +1/+0 and gains flying and first strike until end of turn.

—Greg Miller and
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Mortify

Instant

Destroy target creature or enchantment.

The eyes let flow with tears, then blood, then the very soul—the whole swirling inside out, dripping down into the blackened puddle of the past.

—Greg Miller and
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Niv-Mizzet, the Firemind

Legendary Creature — Dragon Wizard

Flying

Whenever you draw a card, Niv-Mizzet, the Firemind deals 1 damage to target creature or player.

♣ Draw a card.

"(Z->)90° - (E-N:W)90°t = 1"

—Todd Lockwood
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4/4

Orzhov Pontiff U W W W



Creature — Human Cleric W W

Haunt (When this card is put into a graveyard from play, remove it from the game haunting target creature.)

When Orzhov Pontiff comes into play or the creature it haunts is put into a graveyard, choose one — creatures you control get +1/+1 until end of turn; or creatures you don't control get -1/-1 until end of turn.

—Adam Rice

1/1

Pillory of the Sleepless U W W W



Enchantment — Aura W W

Enchant creature

Enchanted creature can't attack or block.

Enchanted creature has "At the beginning of your upkeep, you lose 1 life."

Which is worse—the sleep which never ends or that which never comes?

—Mark Romanowski

Rumbling Slum U W W W W



Creature — Elemental W W

At the beginning of your upkeep, Rumbling Slum deals 1 damage to each player.

The Orzhov contract the Izzet to animate slum districts and banish them to the wastes. The Gruul adopt them and send them back to the city for vengeance.

—Carl Gribbow

5/5

Savage Twister U W W W W



Sorcery W W

Savage Twister deals X damage to each creature.

"Nature is the ultimate mindless destroyer, capable of power and ferocity no army can match, and the Gruul follow its example."
—Trigori, Azorius senator

—Luis Torrealba

Scab-Clan Mauler U W W W W



Creature — Human Berserker W W

Bloodthirst 2 (If an opponent was dealt damage this turn, this creature comes into play with two +1/+1 counters on it.)

Trample

They inflict pain to forget their own and break foes to feel whole.

—Liam Sharp

1/1

Schismotivate U W W W W



Instant W W

Target creature gets +4/+0 until end of turn. Another target creature gets -4/-0 until end of turn.

"I ran the experiment through the brain of a schizophrenic lab-goblin. My burners' flames fell asleep while the beakers jumped about and shattered. Success!"
—Mysnar, Izzet psychomancer

—Ron Spencer

Skargran Skybreaker U W W W W



Creature — Giant Shaman W W

Bloodthirst 3 (If an opponent was dealt damage this turn, this creature comes into play with three +1/+1 counters on it.)

1. Sacrifice Skargran Skybreaker: Skargran Skybreaker deals equal to its power to target creature or player.

"The sky isn't falling—it's being thrown at us!"
—Oak, Tin Street shopkeep

—Darin Scott

3/3

Souls of the Faultless U W W W W



Creature — Spirit W W

Defender (This creature can't attack.)

Whenever Souls of the Faultless is dealt combat damage, you gain that much life and attacking player loses that much life.

"More horrible than their empty forms are their noble eyes. I dare not strike."
—Klatic, Boros legionnaire

—Pat Lee

0/4

Stitch in Time U W W W W



Sorcery W W

Flip a coin. If you win the flip, take an extra turn after this one.

Quyzl was told by his mentor to "make more time" for his studies.

—Jonathan Foster

Streetbreaker Wurm 3 2 1



Creature — Wurm 3 2

The Orzhov run a construction unit whose only business is rebuilding the wreckage left in the wake of worms. When business is slow, they pay Golgari carnomanancers to lure the worms to the surface.

—Greg Miller/Brandt
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6/4

Teysa, Orzhov Scion 1 3 3



Legendary Creature — Human Advisor 3 3

Sacrifice three white creatures: Remove target creature from the game.

Whenever another black creature you control is put into a graveyard from play, put a 1/1 white Spirit creature token with flying into play.

—Todd Fickwood
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2/3

Tibor and Lumia 2 4 2



Legendary Creature — Human Wizard 4 2

Whenever you play a blue spell, target creature gains flying until end of turn.

Whenever you play a red spell, Tibor and Lumia deals 1 damage to each creature without flying.

Tracing the horizon in a dance of wind and fire.

—Jim Murray
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3/3

Ulasht, the Hate Seed 2 3 3



Legendary Creature — Hydra 3 3

Ulasht, the Hate Seed comes into play with a +1/+1 counter on it for each other red creature you control and a +1/+1 counter on it for each other green creature you control.

Remove a +1/+1 counter from Ulasht: Choose one — Ulasht deals 1 damage to target creature; or put a 1/1 green Saproling creature token into play.

—Noboru
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0/0

Wee Dragonauts 1 4 2



Creature — Faerie Wizard 3 2

Flying

Whenever you play an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

"The blazekite is a simple concept, really—just a vehicular application of dragonscoop ionics and teetropopulism magnetronics."

—Juchba, Izooz tinker

—Greg Staples
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1/3

Witch-Maw Nephilim 3 3 3



Creature — Nephilim 3 3

Whenever you play a spell, you may put two +1/+1 counters on Witch-Maw Nephilim.

Whenever Witch-Maw Nephilim attacks, it gains trample until end of turn if its power is 10 or greater.

When it awoke, it shattered the hillsides to make way for its passage.

—Greg Staples
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1/1

Wreak Havoc 2 2 3



Sorcery 3 2

Wreak Havoc can't be countered by spells or abilities.

Destroy target artifact or land.

"Crush them!"

—Borborygmos

—Nathan Reynolds
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Yore-Tiller Nephilim 3 3 3



Creature — Nephilim 3 3

Whenever Yore-Tiller Nephilim attacks, return target creature card from your graveyard to play tapped and attacking.

When it awoke, the worms of the earth hissed in a chorus of beckoning.

—Jeremy Jarvis
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2/2

Debtors' Knell 4 3 3



Enchantment 3 3

(* can be paid with either * or *)

At the beginning of your upkeep, put target creature card in a graveyard into play under your control.

One moment, conscious only of a sense of repose. The next moment, hearing the trudge of his own footsteps. He sighed and squinted into the glare ahead.

—Kevin Walker
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Djinn Illuminatus 3

Creature — Djinn

(*) can be paid with either ♦ or ♣

Flying

Each instant and sorcery spell you play has replicate. The replicate cost is equal to its mana cost. (When you play it, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)

—Carl Critchlow

3/5

Giant Solifuge 2

Creature — Insect

(*) can be paid with either ♠ or ♣

Trample, haste

Giant Solifuge can't be the target of spells or abilities.

"We respect all lifeforms, but this one we respect from a distance."

—Mandor, Selestiya ranger

4/1

Gruul Guildmage

Creature — Human Shaman

(*) can be paid with either ♠ or ♣

3 ♦, Sacrifice a land: Gruul Guildmage deals 2 damage to target player.

3 ♣: Target creature gets +2/+2 until end of turn.

—Paulo Pereira

2/2

Izzet Guildmage

Creature — Human Wizard

(*) can be paid with either ♦ or ♣

2 ♦: Copy target instant spell you control with converted mana cost 2 or less. You may choose new targets for the copy.

2 ♣: Copy target sorcery spell you control with converted mana cost 2 or less. You may choose new targets for the copy.

—Jim Murray

2/2

Mourning Thrull

Creature — Thrull

(*) can be paid with either * or ♣

Flying

Whenever Mourning Thrull deals damage, you gain that much life.

During their ascent to spirithood, patriarchs of Orzhova shed both flesh and emotion. This earthly slag is collected and formed into thrulls.

—Dany Orizio

1/1

Orzhov Guildmage

Creature — Human Wizard

(*) can be paid with either * or ♣

2 *: Target player gains 1 life.

2 ♣: Each player loses 1 life.

—Greg Staples

2/2

Petrahydrox

Creature — Weird

(*) can be paid with either ♦ or ♣

When Petrahydrox becomes the target of a spell or ability, return Petrahydrox to its owner's hand.

It departs through the streets' fissures with a sound like gravel pouring into a pond.

—Anthony S. Waters

3/3

Wild Cantor

Creature — Human Druid

(*) can be paid with either ♠ or ♣

Sacrifice Wild Cantor: Add one mana of any color to your mana pool.

They are the voice of the wild, crying out with nature's fury and bringing forth its primeval might.

—Greta Labry

1/1

Gruul Signet

Artifact

1, ♣: Add ♦ to your mana pool.

Gruul territorial markings need not be legible. The blood, snot, and muck used to smear them are unmistakably Gruul.

—Jim Hildebrandt

Gruul War Plow 4



Artifact

Creatures you control have trample.

1 ♣: Gruul War Plow becomes a 4/4 Juggernaut artifact creature until end of turn.

"Steering apparatus?! What for? Rip it out, sharpen it, and lash it to the front!"
—Klank, Gruul plowmaster

—Playtika Pilcerova
"Gruul War Plow" © Wizards of the Coast, Inc. 1007/10

Izzet Signet 2



Artifact

1, 1: Add $\color{red}{\spadesuit}$ to your mana pool.

The Izzet signet is redesigned often, each time becoming closer to a vanity portrait of Niv-Mizzet.

—Timo Wildebrandt
"Izzet Signet" © Wizards of the Coast, Inc. 1008/10

Mizzium Transreliquat 3



Artifact

3: Mizziium Transreliquat becomes a copy of target artifact until end of turn.

1 ♣: Mizziium Transreliquat becomes a copy of target artifact and gains this ability.

"What is it? Um... what do you want it to be?"
—Juzba, Izzet tinker

—John Avon
"Mizzium Transreliquat" © Wizards of the Coast, Inc. 1009/10

Moratorium Stone 1



Artifact

2, ♣: Remove target card in a graveyard from the game.

2 ♣, ♣: Sacrifice Moratorium Stone: Remove from the game target nonland card in a graveyard, all other cards in graveyards with the same name as that card, and all permanents with that name.

—Playtika Pilcerova
"Moratorium Stone" © Wizards of the Coast, Inc. 1010/10

Orzhov Signet 2



Artifact

1, ♣: Add $\color{purple}{\spadesuit}$ to your mana pool.

The form of the sigil is just as important as the sigil itself. If it's carried on a medallion, its bearer is a master. If it's tattooed on the body, its bearer is a slave.

—Timo Wildebrandt
"Orzhov Signet" © Wizards of the Coast, Inc. 1011/10

Sword of the Paruns 4



Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: Tap or untap equipped creature.

Equip 3

—Timo Wildebrandt
"Sword of the Paruns" © Wizards of the Coast, Inc. 1012/10

Godless Shrine



Land — Plains Swamp

(♣: Add $\color{red}{\spadesuit}$ or $\color{green}{\spadesuit}$ to your mana pool.)

As Godless Shrine comes into play, you may pay 2 life. If you don't, Godless Shrine comes into play tapped instead.

—Playtika Pilcerova
"Godless Shrine" © Wizards of the Coast, Inc. 1013/10

Gruul Turf



Land

Gruul Turf comes into play tapped.

When Gruul Turf comes into play, return a land you control to its owner's hand.

♣: Add $\color{red}{\spadesuit}$ to your mana pool.

—Playtika Pilcerova
"Gruul Turf" © Wizards of the Coast, Inc. 1014/10

Izzet Boilerworks



Land

Izzet Boilerworks comes into play tapped.

When Izzet Boilerworks comes into play, return a land you control to its owner's hand.

♣: Add $\color{red}{\spadesuit}$ to your mana pool.

—Playtika Pilcerova
"Izzet Boilerworks" © Wizards of the Coast, Inc. 1015/10

Nivix, Aerie of the Firemind



Land

• Add 1 to your mana pool.

2 ♦ ♦, •: Remove the top card of your library from the game. Until your next turn, you may play that card if it's an instant or sorcery.

Niv-Mizzet's genius and vanity reverberate throughout the mirrored halls of Nivix.

—Martina Pilicova

Orzhov Basilica



Land

Orzhov Basilica comes into play tapped.

When Orzhov Basilica comes into play, return a land you control to its owner's hand.

•: Add ♦♦ to your mana pool.

—John Avon

Orzhova, the Church of Deals



Land

•: Add 1 to your mana pool.

3 ♦ ♦, •: Target player loses 1 life and you gain 1 life.

Unlike most churches at Orzhova it's best to pray before you arrive.

—Martina Pilicova

Skarrg, the Rage Pits



Land

•: Add 1 to your mana pool.

♦ ♦, •: Target creature gets +1/+1 and gains trample until end of turn.

"This palace will be our fire-spit, and roasted prince our victory meal. Send in the torch-pigs!"
—Ghut Rak, Grial guildmage

—Martina Pilicova

Steam Vents



Land — Island Mountain

(•: Add ♦ or ♦♦ to your mana pool.)

As Steam Vents comes into play, you may pay 2 life. If you don't, Steam Vents comes into play tapped instead.

—Rob Alexander

Stomping Ground



Land — Mountain Forest

(•: Add ♦ or ♦♦ to your mana pool.)

As Stomping Ground comes into play, you may pay 2 life. If you don't, Stomping Ground comes into play tapped instead.

—Rob Alexander



CARD CHECKLIST

WHITE

- 1 C Absolver Thrull
- 2 U Belfry Spirit
- 3 C Benediction of Moons
- 4 U Droning Bureaucrats
- 5 C Ghost Warden
- 6 R Ghostway
- 7 R Graven Dominator
- 8 C Guardian's Magemark
- 9 U Harrier Griffin
- 10 R Leyline of the Meek
- 11 C Lionheart Maverick
- 12 U Martyred Rusalka
- 13 U Order of the Stars
- 14 U Shadow Lance
- 15 C Shrieking Grotesque
- 16 U Sinstriker's Will
- 17 C Skyrider Trainee
- 18 R Spelltithe Enforcer
- 19 R Storm Herd
- 20 U To Arms!
- 21 C Withstand

BLUE

- 22 U Ætherplasm
- 23 C Crystal Seer
- 24 U Drowned Rusalka
- 25 U Frazzle
- 26 C Gigadrowse
- 27 R Hatching Plans
- 28 C Infiltrator's Magemark
- 29 R Leyline of Singularity
- 30 R Mimeofacture

- 31 R Quicken
- 32 C Repeal
- 33 C Runeboggle
- 34 R Sky Swallower
- 35 C Steamcore Weird
- 36 U Stratozeppelin
- 37 U Thunderheads
- 38 C Torch Drake
- 39 C Train of Thought
- 40 U Vacuumelt
- 41 U Vedalken Plotter
- 42 U Vertigo Spawn

BLACK

- 43 R Abyssal Nocturnus
- 44 U Caustic Rain
- 45 C Cremate
- 46 C Cry of Contrition
- 47 U Cryptwailing
- 48 U Daggerclaw Imp
- 49 C Douse in Gloom
- 50 U Exhumer Thrull
- 51 U Hissing Miasma
- 52 R Leyline of the Void
- 53 C Necromancer's Magemark
- 54 C Orzhov Euthanist
- 55 C Ostiary Thrull
- 56 U Plagued Rusalka
- 57 C Poisonbelly Ogre
- 58 C Restless Bones
- 59 U Revenant Patriarch
- 60 R Sanguine Praetor
- 61 R Seize the Soul
- 62 R Skeletal Vampire
- 63 U Smogsteed Rider

RED

- 64 C Bloodscale Prowler
- 65 C Fencer's Magemark
- 66 U Ghor-Clan Bloodscale
- 67 U Hypervolt Grasp
- 68 R Leyline of Lightning
- 69 R Living Inferno
- 70 C Ogre Savant
- 71 R Parallelectric Feedback
- 72 C Pyromatics
- 73 U Rabble-Rouser
- 74 U Scorched Rusalka
- 75 U Shattering Spree
- 76 R Siege of Towers
- 77 R Skarrgan Firebird
- 78 C Tin Street Hooligan

GREEN

- 79 U Battering Wurm
- 80 C Beastmaster's Magemark
- 81 R Bioplasm
- 82 U Crash Landing
- 83 U Dryad Sophisticate
- 84 R Earth Surge
- 85 U Gatherer of Graces
- 86 C Ghor-Clan Savage
- 87 U Gristleback
- 88 C Gruul Nodorog
- 89 C Gruul Scrapper
- 90 R Leyline of Lifeorce
- 91 R Petrified Wood-Kin
- 92 U Predatory Focus
- 93 U Primeval Light
- 94 C Silhana Ledgewalker
- 95 C Silhana Starfletcher
- 96 C Skarrgan Pit-Skull

- 97 U Starved Rusalka
- 98 C Wildsize
- 99 R Wurmweaver Coil

MULTICOLORED

- 100 U Agent of Masks
- 101 R Angel of Despair
- 102 C Blind Hunter
- 103 R Borborygmus
- 104 C Burning-Tree Bloodscale
- 105 R Burning-Tree Shaman
- 106 C Castigate
- 107 R Cerebral Vortex
- 108 U Conjurer's Ban
- 109 R Culling Sun
- 110 R Dune-Brood Nephilim
- 111 U Electrolyze
- 112 U Feral Animist
- 113 U Gelectrode
- 114 R Ghost Council of Orzhova
- 115 R Glint-Eye Nephilim
- 116 U Goblin Flectomancer
- 117 R Ink-Treader Nephilim
- 118 R Invoke the Firemind
- 119 C Izzet Chronarch
- 120 R Killer Instinct

- 121 C Leap of Flame
- 122 U Mortify
- 123 R Niv-Mizzet, the Firemind
- 124 R Orzhov Pontiff
- 125 C Pillory of the Sleepless
- 126 R Rumbling Slum
- 127 U Savage Twister
- 128 C Scab-Clan Mauler
- 129 U Schismotivate
- 130 U Skarrgan Skybreaker
- 131 U Souls of the Faultless
- 132 R Stitch in Time
- 133 C Streetbreaker Wurm
- 134 R Teysa, Orzhov Scion
- 135 R Tibor and Lumia
- 136 R Ulasht, the Hate Seed
- 137 C Wee Dragonauts
- 138 R Witch-Maw Nephilim
- 139 U Wreak Havoc
- 140 R Yore-Tiller Nephilim

HYBRID MULTICOLORED

- 141 R Debtors' Knell
- 142 R Djinn Illuminatus
- 143 R Giant Solifuge
- 144 U Gruul Guildmage
- 145 U Izzet Guildmage

- 146 C Mourning Thrull
- 147 U Orzhov Guildmage
- 148 C Petrahydrox
- 149 C Wild Cantor

ARTIFACTS

- 150 C Gruul Signet
- 151 R Gruul War Plow
- 152 C Izzet Signet
- 153 R Mizzium Transreliquat
- 154 R Moratorium Stone
- 155 C Orzhov Signet
- 156 R Sword of the Paruns

LANDS

- 157 R Godless Shrine
- 158 C Gruul Turf
- 159 C Izzet Boilerworks
- 160 U Nivix, Aerie of the Firemind
- 161 C Orzhov Basilica
- 162 U Orzhova, the Church of Deals
- 163 U Skarrg, the Rage Pits
- 164 R Steam Vents
- 165 R Stomping Ground

○ = Regular card

◻ = Premium card

C = Common

U = Uncommon

R = Rare

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